CLAIMS

What is claimed is:

1. A method for generating a character in a computer system comprising :

constructing a skeleton of a predetermined object; and

superimposing the skeleton with a digital image wherein the digital image includes the predetermined object.

2. The method of claim 1, wherein the skeleton is constructed of at least one predetermined component

3. The method of claim 2, wherein the predetermined component is a rod.

4. The method of claim 2, wherein the predetermined component is a joint.

5. The method of claim 1, further comprising a step of laminating a texture map to the skeleton.

6. The method of claim 1, further comprising a step of adjusting a skeleton parameter to correspond with the desired object.

7. The method of claim 6, wherein the step of adjusting includes adjusting the skeleton parameter to approximate a parameter of the desired object.

8. The method of claim 1, further comprising a step of preparing the digital image.

9. The method of claim 7, wherein the step of preparing the digital image includes background subtraction.

10. The method of claim 1, further comprising a step of determining a topology of the skeleton.

11. The method of claim 1, further comprising a step of determining where a motion will occur.

12. The method of claim 1, wherein the personalized character can be animated.

13. A method for animating an object in a computer system comprising:

transmitting data related to a generation of the object, wherein the data related to the generation of the object is no longer transmitted once the object is generated; and

transmitting data related to an animation of the object.

14. The method of claim 13, wherein the steps of transmitting occur via a network.

15. The method of claim 13, wherein the steps of transmitting occur via an Internet.

16. A system for generating a character in a computer system comprising:

means for constructing a skeleton of a predetermined object; and

means for superimposing the skeleton with a digital image wherein the digital image includes the predetermined object.

17. The system of claim 16, wherein the skeleton is constructed of at least one predetermined component

18. The system of claim 17, wherein the predetermined component is a rod.

19. The system of claim 17, wherein the predetermined component is a joint.

20. The system of claim 16, further comprising a means for laminating a texture map to the skeleton.

21. The system of claim 16, further comprising a means for adjusting a skeleton parameter to correspond with the desired object.

22. The system of claim 16, wherein the personalized character can be animated.

23. A system for animating an object in a computer system comprising:

means for transmitting data related to a generation of the object, wherein the data related to the generation of the object is no longer transmitted once the object is generated; and

means for transmitting data related to an animation of the object.

24. The system of claim 23, wherein transmitting the data occurs via a network.

25. The system of claim 23, wherein transmitting the data occurs via an Internet.

26. A method for compressing video data comprising:

developing an initial representation from an initial image of a known object;

comparing a current image of said known object with said initial representation; and

developing a description of a position change of said known object between said current image and said initial representation.

27. A method as recited in claim 26 wherein said initial representation is a skeleton representation.

28. A method as recited in claim 27 wherein said description includes a description at least one of a rod and a joint position.

29. A method as recited in claim 27 wherein said at least one of a rod and a joint position is a relative position.

30. A method as recited in claim 27 wherein said at least one of a rod and a joint position is an absolute position.

31. A method as recited in claim 26 wherein said description is transmitted over a network.

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